

### **Object Oriented Programming with Java 8**

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## **Annotations**

- Annotations, a form of metadata, provide data about a program.
- Annotations have a number of uses, among them:
  - 1. Information for the compiler Annotations can be used by the compiler to detect errors or suppress warnings.
  - 2. Compile-time and deployment-time processing Software tools can process annotation information to generate code, XML files, and so forth.
  - 3. Runtime processing Some annotations are available to be examined at runtime.



# **Types of Annotation**

#### 1. Marker Annotation

- Annotation without element is called marker annotation
- Example : @Entity, @Id, @override, @Deprecated

### 2. Single-value Annotation

- Annotation which is having single element is called single value annotation.
- Example : @Table( name = "employees")

#### 3. Multi-value Annotation

- Annotation which is having multiple elements is called multi value annotation.
- Example: @Entity(tableName = "vehicles", primaryKey="id")



## **Example Single value and Multiple Value Annotation**

### Single-value Annotation

```
@interface Demo{ int value(); } // declaration
@interface Demo{ int value() default 0; } // declaration along with default value
@Demo(value=10) // applying the single value annotation
```

#### Multi-value Annotation

```
@interface Emp{
int value1();
String value2();
String value3();
}
}

@interface Emp{
int value1() default 1;
String value2() default "";
String value3();
}
}

String value3() default "ABC";
}

}
```



# **Predefined Annotation Types**

- A set of annotation types are predefined in the Java SE API. Some annotation types are used by the Java compiler, and some apply to other annotations.
- Annotation Types Used by the Java Language
  - 1. @Deprecated
  - 2. @override
  - 3. @SuppressWarnings
  - 4. @SafeVarargs
  - 5. @FunctionalInterface



# **Predefined Annotation Types**

- Annotations that apply to other annotations are called metaannotations.
- There are several meta-annotation types defined in java.lang.annotation package.
- Annotations that apply to other annotations:
  - 1. @Retention
  - 2. @Documented
  - 3. @Target
  - 4. @Inherited
  - 5. @Repeatable
  - 6. @Native



# **Custom Annotation Type**

- The annotation type definition looks similar to an interface definition where the keyword interface is preceded by the at sign (0) (0 = AT, as in annotation type).
- Annotation types are a form of interface.
- There are few points that we should remember
  - 1. Element definition should not have any parameter.
  - 2. Element definition not have any throws clauses
  - 3. Element definition should return one of the following:
    - 1. primitive data types,
    - 2. String,
    - 3. Class, enum or array of these data types.
  - 4. We should attach @ just before interface keyword to define annotation.
  - 5. It may assign a default value to the method.



# **Retention Policy**

### RetentionPolicy.SoURCE

> The marked annotation is retained only in the source level and is ignored by the compiler.

### • RetentionPolicy.CLASS

> The marked annotation is retained by the compiler at compile time, but is ignored by the Java Virtual Machine (JVM).

### • RetentionPolicy.RUNTIME

> The marked annotation is retained by the JVM so it can be used by the runtime environment.



# **Annotation Target**

- 1. ANNOTATION TYPE
- 2. CONSTRUCTOR
- 3. FIELD
- 4. LOCAL\_VARIABLE
- 5. METHOD
- 6. PACKAGE
- 7. PARAMETER
- 8. TYPE
- 9. TYPE\_PARAMETER
- 10.TYPE\_USE





Thank You.

